MECHCOMMANDER 2

THE MECHWARRIOR® GAME OF TACTICAL COMMAND

MECHCOMMANDER TACTICAL DATA DISPLAY

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Strategic Overview

MechCommander 2 Software Installation

MechCommander™ 2 software requires a personal computer with the following minimum requirements:

- 266 MHz or higher processor; 400 MHz processor with MMX or 3D Now if no hardware 3D acceleration (Intel Pentium/Celeron family, AMD K6/Athlon/Duron family, or compatible processor).
- Super VGA (SVGA) 2D video card with 8 MB of video RAM.
- Microsoft® Windows® 98, Windows Me, or Windows 2000 operating system.
- 64 MB of system RAM.
- 400 MB of available hard disk space for a typical install; additional 200 MB of hard disk space for a swap file.
- Quad speed or faster CD-ROM drive.
- DirectX® 8.0 or later API (included on the disc).
- SVGA 16-bit color monitor.
- 16-bit sound card compatible with DirectX 8.0 or later.
- Standard keyboard and mouse or compatible pointing device.
- Speakers or headphones for audio.

The following are additional minimum requirements for multiplayer gameplay:

- 56-KBps modem or a local area network (LAN) with TCP/IP or IPX protocol.
- Internet access for Internet play. **Note:** May require payment of a separate fee to an Internet service provider. Local and long-distance telephone toll charges may apply.

To install MechCommander 2 automatically on your computer

1 Insert the MechCommander 2 disc into your CD-ROM drive.

2 When the main Setup screen appears, click **Install**, and then follow the instructions that appear on the screen.

To install MechCommander 2 manually on your computer

If your computer does not automatically install MechCommander 2 after the disc is inserted into the CD-ROM drive, install it manually.

1 On the Windows taskbar, click **Start**, and then click **Run**.

2 Type ***x*:\setup**, where *x* is the letter of your CD-ROM drive.

For example, if your CD-ROM drive letter is D, type **d:\setup**

3 Click **Install**, and then follow the instructions that appear on the screen.

When Setup is complete, you can view the Readme file or click **Play** to start the game.

⚠ Video Cards

Update your video card drivers, Commander. Most technical problems with our command-and-control software are due to out-of-date video drivers.

Main Menu

After the software has been installed and launched you will see the Main Menu that accesses MechCommander 2. The Main Menu can also be opened during mission preparation by clicking the **Main Menu** button on any logistics screen (see page 8, Logistics). A modified version of the Main Menu—the System Menu—may be accessed during combat missions by pressing the **ESC** key (see page 26, Combat Interface).

New Campaign Either begin your first mission on Carver V or select the learning missions—virtual reality simulations that familiarize you with the new MechCommander 2 software.

Load Game Load a previously saved mission from the archives. Each mission is listed with a snapshot of its mission map and its current resource status. Saved missions may also be deleted here.

Save Game Save the current mission. Previously saved missions may be deleted here. Note that games are automatically saved at the end of every mission.

Multiplayer Interface with other MechCommanders for real-time combat (see page 80, Multiplayer).

Solo Mission Launch a simulated battle exercise. Each completed campaign mission is archived as a solo mission that can be replayed. Solo missions can also be created or modified with the MechCommander 2 Mission Editor. For more information, read the Mission Editor documentation, located in the Editor folder where you installed MechCommander 2 on your hard drive.

Options Customize MechCommander 2 graphics, audio, game, and hotkey settings. Options such as 'Mech color schemes, limited or unlimited ammunition, and difficulty levels can be selected.

Encyclopedia Access a complete database of MechCommander 2 game information (see page 7, Encyclopedia).

Return to Game Return to the previous screen.

Exit Terminate MechCommander 2 software. Mission data will be lost if not previously saved.

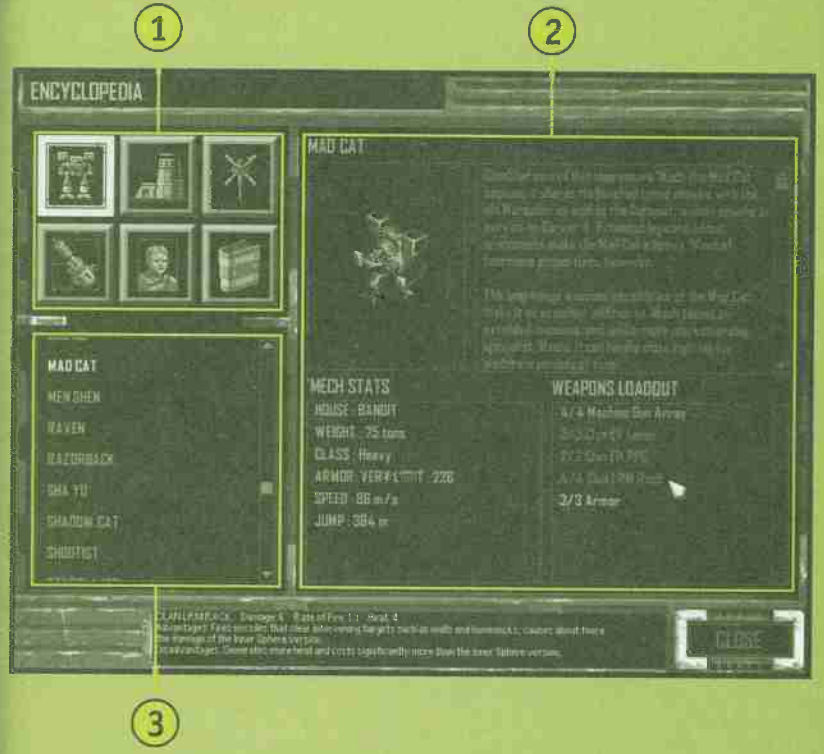
i Access your product identification number.

⚠ Performance

You can increase your game performance and speed by turning off graphics settings in the Options screen.

Encyclopedia

The encyclopedia has information on military units, equipment, notable persons, and BattleTech® history.



1. **Chapters** Click a button to view the individual entries of each chapter in the encyclopedia.
2. **Data Display** An image of the selected entry as well as its statistics and a summary.
3. **Chapter Entries** Click an entry to see its record in the data display.

Logistics

Logistics is the procurement, distribution, maintenance, and replacement of military equipment and personnel. In the first two logistics screens, you will gather intelligence on long-term campaign goals and immediate mission objectives.

Mission Selection

Review data on your contracted duties here in the Mission Selection screen, and then select which mission to carry out next. There may be one or several missions available at any given time.

1. **VidCom** A video briefing from your employer. Click the controls along the right-hand side of the VidCom to play, pause, and stop the video.
2. **C-Bills** The running total of cash available to purchase and customize 'Mechs and equipment. You are paid at the end of every successful mission. For more information, see page 39, Mission Results.
3. **Campaign Missions** A satellite image of the planetary campaign map. Click a mission on the map to access that mission's video briefing and overview.
4. **Main Menu** Click this button to access the Main Menu (see page 5, Main Menu).
5. **Mission Overview** An overview of the mission briefing.
6. **Rollover Help** Text that explains the functions of command surfaces as your cursor passes over them.

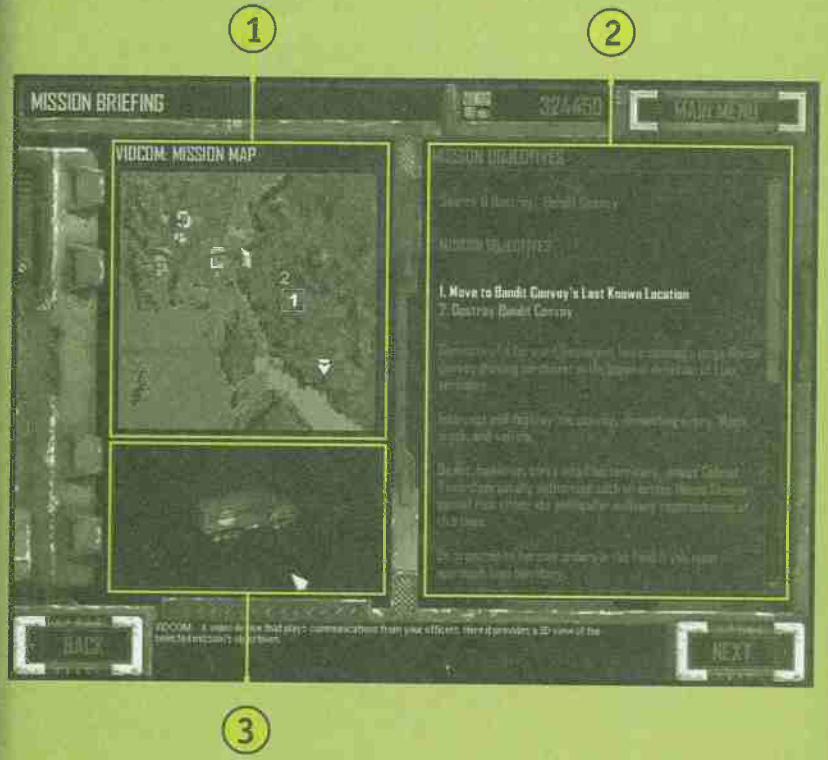
Click **Next** to proceed to a more detailed mission briefing.

⚠ Optional Missions

At certain points during the campaign, you may skip some missions. It is advisable, however, to complete every mission to maximize the number of C-bills earned and increase the combat experience of your pilots.

Mission Briefing

Details of your selected mission appear in the Mission Briefing screen.



1. **VidCom Mission Map** A satellite reconnaissance photo of the selected mission's features and terrain. Numbered objectives are displayed in conjunction with the VidCom image. The MechCommander chevron indicates the mission start point.

2. **Mission Objectives** A list of your objectives, followed by your employer's briefing and your tactical officer's notes. Mission objectives can be reviewed *during* a mission by clicking the **Objectives** button on the Command Palette (see page 26, Combat Interface), by pressing the **F9** key, or by pressing the **ESC** key and then clicking **Objectives** on the System Menu.

3. **VidCom** A 3D view of your mission objectives.

Click **Next** to proceed to the 'Mech Bay, where you may purchase and modify 'Mechs for this mission.

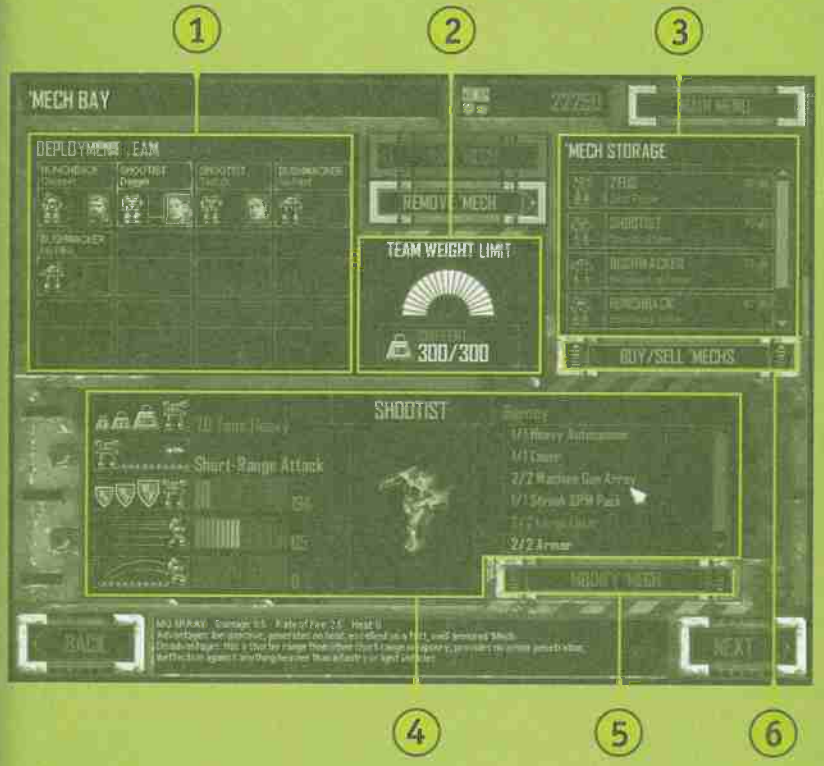
⚠ Tactical Officer Notes

At the end of every briefing I'll try to include any available intelligence on enemies spotted in the area, as well as suggestions on which 'Mechs and weapons to take.—Diaz

In the next four logistics screens—'Mech Bay, 'Mech Purchasing, 'Mech Lab, and Pilot Ready Area—you will assemble your forces for the current mission. Many believe victory on the battlefield is largely determined here in these preparation phases.

'Mech Bay

In the 'Mech Bay, you select the 'Mechs to deploy on the mission.



1. **Deployment Team** 'Mechs selected for the mission and awaiting pilot assignment. To move a 'Mech from the Deployment Team area to 'Mech Storage, either double-click it, drag it to 'Mech Storage, or click it and then click the **Remove 'Mech** button.

2. **Team Weight Limit** A display of the total weight of 'Mechs in the Deployment Team area. You cannot add 'Mechs to the deployment team if the total drop weight exceeds the maximum. The maximum weight limit will vary from mission to mission.

3. **'Mech Storage** An inventory of your 'Mechs. To move a 'Mech from 'Mech Storage to the Deployment Team area, either double-click it, drag it to the Deployment Team area, or click it and then click the **Add 'Mech** button.

4. **'Mech Data** A display of a selected 'Mech's statistics—tonnage, optimal weapons range, armor, speed, and jump capability—as well as an image of the 'Mech and its current weapons loadout with rollover descriptions.

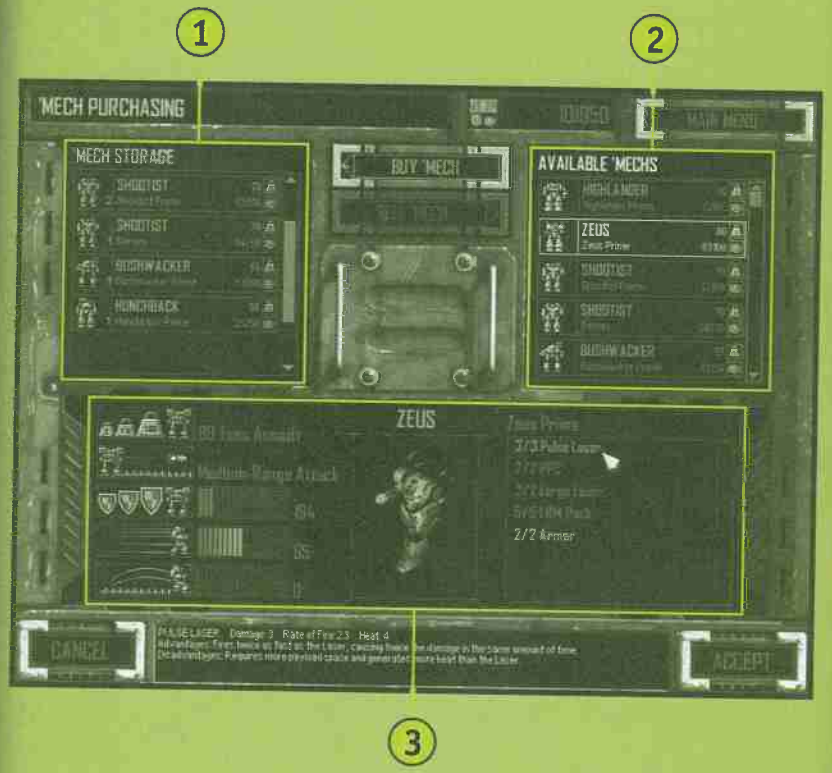
5. **Modify 'Mech** Click this button to transfer a selected 'Mech to the 'Mech Lab for customization (see page 16, 'Mech Lab).

6. **Buy/Sell 'Mechs** Click this button to access the 'Mech Purchasing screen, where 'Mechs may be sold from the current inventory or bought and added to 'Mech Storage (see page 14, 'Mech Purchasing).

After you have selected and customized 'Mechs for the current mission, click **Next** to proceed to the Pilot Ready Area (see page 19), where you will assign pilots to your 'Mechs.

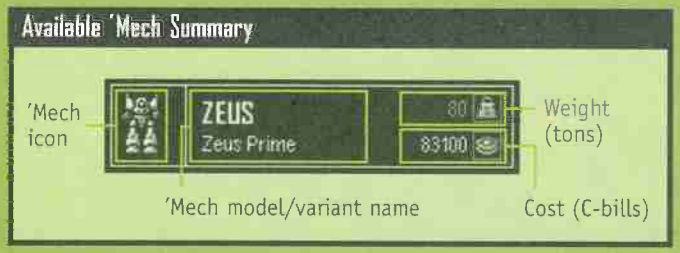
'Mech Purchasing

Clicking the **Buy/Sell 'Mechs** button in the 'Mech Lab displays the 'Mech Purchasing screen. When you purchase or sell a 'Mech, your C-bill total (located at the top of the screen) is adjusted accordingly. 'Mechs that you cannot afford will appear dimmed and cannot be selected. There is no handling fee associated with buying and selling 'Mechs; you get full resale value.



1. **'Mech Storage** 'Mechs available in your inventory. To sell a 'Mech, either double-click it in 'Mech Storage, drag it to the Available 'Mechs list, or click it and then click the **Sell 'Mech** button. Your C-bill account will be credited.

2. **Available 'Mechs** A list of the 'Mechs ready for purchase. To buy a 'Mech, either double-click it in the Available 'Mechs list, drag it to 'Mech Storage, or click it and then click the **Buy 'Mech** button. Its cost will be deducted from your C-bill account.

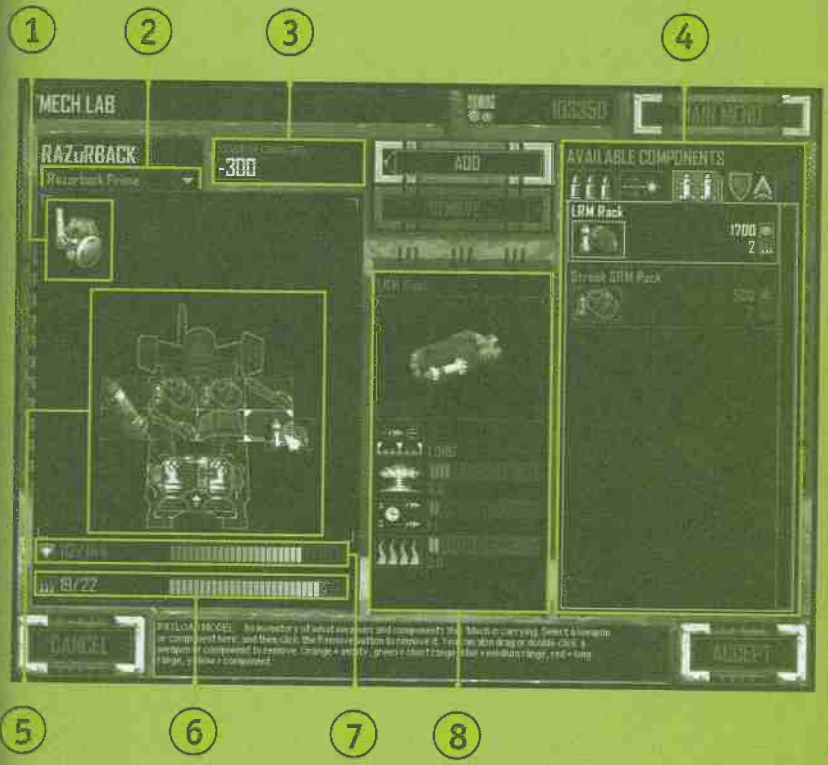


3. **'Mech Data** A display of a selected 'Mech's statistics—tonnage, optimal weapons range, armor, speed, and jump capability—as well as an image of the 'Mech and its current weapons loadout with rollover descriptions.

Click **Cancel** to erase all transactions, or click **Accept** to finalize your transactions. Either button returns you to the 'Mech Bay.

'Mech Lab

In the 'Mech Lab, you can modify any 'Mech in your inventory, customizing its weapons, armor, and other equipment as you see fit for the current mission. You may also design and save your variants for future deployment.



1. **Sensors** A representation of the 'Mech's sensors and electronic countermeasures (ECM). Although displayed in the interactive Payload Model, these systems are integral to the design of the 'Mech and cannot be added or removed. Only some 'Mechs have sensors.

2. **Variants List** A drop-down list of previously saved 'Mech variants that can be applied to the 'Mech you are currently modifying. Only variants for the model of 'Mech being modified appear here. If, for example, a Mad Cat is being altered, you cannot apply a Shadow Cat variant.

3. **Cost of Changes** The running total of refunds for removing components and/or costs for adding components. These refunds/costs are applied to your C-bill total only after you click the **Accept** button.

4. **Available Components** Review and purchase weapons and other components here. Click a tab along the top to access a category: energy weapons; ballistic weapons; missiles; and non-weapon components such as armor, heat sinks, and jump jets. To add a component to a 'Mech, either double-click the component in the Available Components box, drag it to the Payload Model, or click it and then click the **Add** button.

   Modifying components is restricted as follows:

   - The Payload Model must have enough free space to house an added component.
   - The heat generated by an added component cannot exceed the maximum heat capacity.
   - Additional armor cannot exceed the maximum allowed armor capacity.
   - Heat sinks cannot be removed if doing so exceeds the maximum heat capacity.

5. **Payload Model** A representation of the 'Mech's weapons, armor, heat sinks and, for some chassis, jump jets and sensors. To remove a component from the 'Mech, either double-click the component in the Payload Model, drag it to the Available Components box, or click it and then click the **Remove** button.

6. **Heat Capacity Indicator** The amount of heat generated by the 'Mech's weapons and the maximum amount of heat the chassis can withstand.

7. **Armor Indicator** The 'Mech's current armor value and the maximum value its chassis can carry. Heavier 'Mechs have correspondingly larger allowed maximum armor values.

8. **Component Data** A display of a selected component's statistics, such as range, damage, rate of fire, and heat generated.

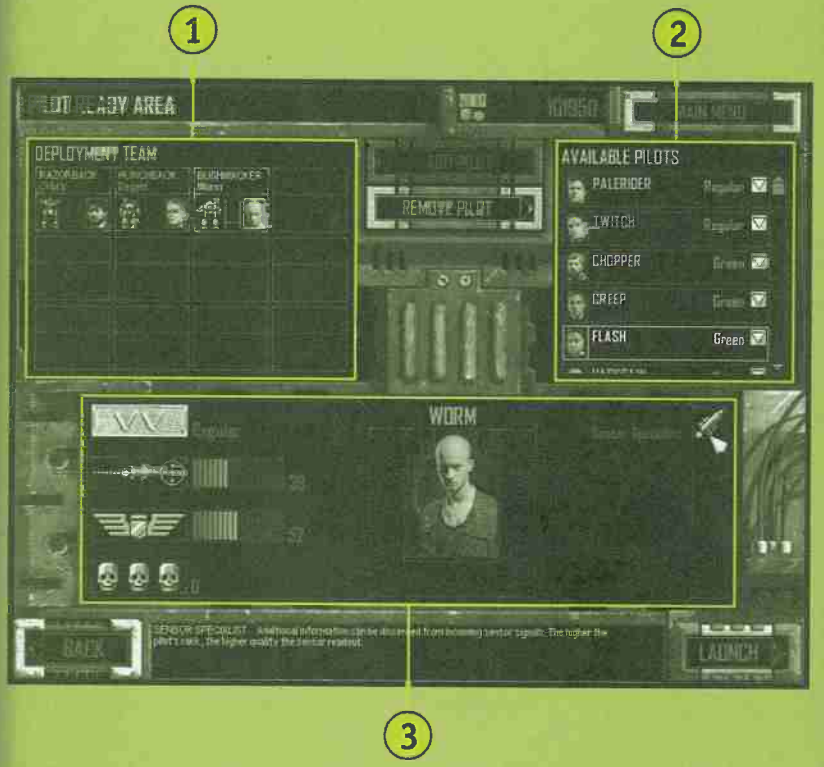
To finish modifying a 'Mech, click **Accept**. You must have enough C-bills to pay for the modifications. You must then name and save your design variant. To erase any changes and return to the 'Mech Bay, click **Cancel**.

⚠ Jump Jets

Jump jets only fit onto 'Mech chassis designed for them. Jump jets are represented in the Payload Model by unique space-fitting icons that reflect this restriction.

Pilot Ready Area

Review and assign pilots to the 'Mechs on your deployment team in the Pilot Ready Area. Selecting the right pilot for the right 'Mech is the key to your success. 'Mech pilots have diverse abilities—one that excels in piloting a Heavy 'Mech loaded with autocannons may not be the best choice to pilot a Light 'Mech with energy weapons.



1. **Deployment Team** A list of 'Mechs ready to be launched on the mission. Click an unmanned 'Mech to review its loadout. To remove a pilot from a 'Mech, either double-click the 'Mech in the Deployment Team area, drag the pilot to the Available Pilots list, or click the 'Mech and then click the **Remove Pilot** button.

2. **Available Pilots** A list of pilots ready to be assigned to the 'Mechs on the deployment team. To add a pilot to a 'Mech, select a 'Mech in the Deployment Team area, and then either double-click the pilot in the Available Pilots list or click the pilot and then click the **Add Pilot** button. Alternatively, simply drag the pilot to the desired 'Mech.

3. **Pilot Record** The military record of a selected pilot, including rank, gunnery and piloting skills, number of kills, and any specialty skills (see page 65, 'Mech Pilots).

After you have selected pilots for all 'Mechs on your deployment team, you may send your team on the mission by clicking **Launch**.

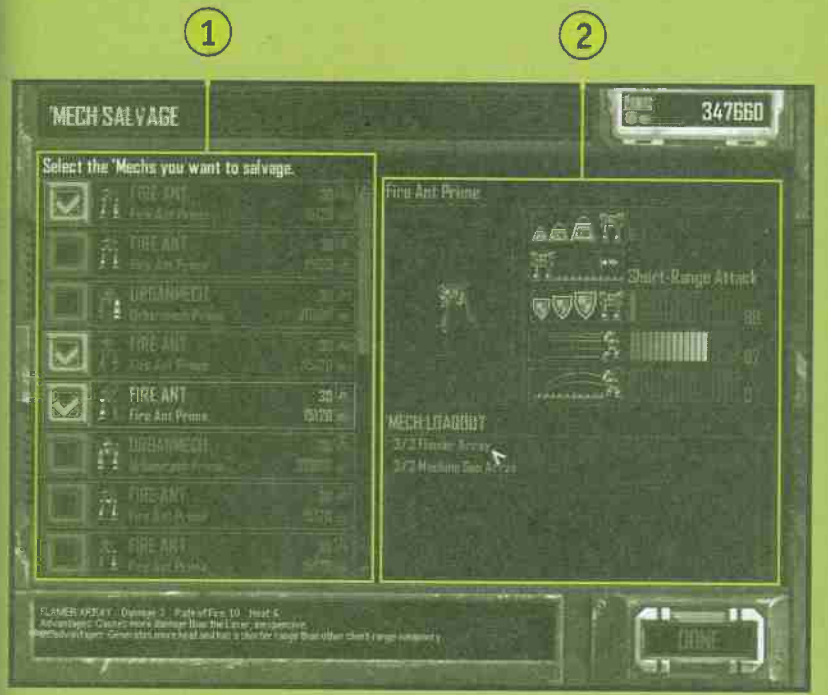
⚠ 'Mech and Pilot Data

Click an empty 'Mech to display its data. Compare its components and your pilots' capabilities for the best match of man and machine.

After every successful mission, you will enter the recovery portion of logistics. Here you will have an opportunity to salvage 'Mechs from the battlefield and review your 'Mech pilots.

'Mech Salvage

In the 'Mech Salvage screen you may recover disabled 'Mechs. In some instances, this is the only way to obtain newer 'Mechs not available from your employer.



1. **Salvage List** A list of 'Mechs available for recovery. 'Mech icons are color-coded to indicate the damage to each 'Mech part: blue indicates undamaged, yellow moderately damaged, red heavily damaged, and gray destroyed. Also shown are the 'Mech's tonnage and the cost to recover it.

2. **'Mech Data** A display of a selected 'Mech's statistics as well as its current weapons loadout.

Click **Done** to proceed to the Pilot Status screen. Once you leave the 'Mech Salvage screen, you cannot return to it.

⚠ Costs

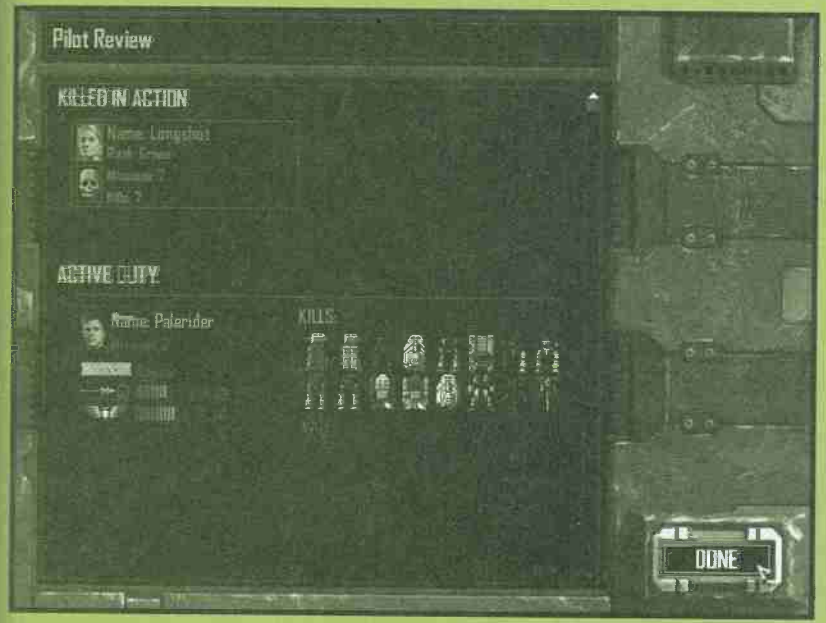
I've negotiated an extra clause into our standard mercenary contract. The repair costs for any damage done to our 'Mechs or damage to salvaged units are covered by our employer.—Diaz

Pilot Status

On the Pilot Status screens, you review whether your pilots increased their skills, received a promotion or commendation, or were wounded or killed in action.

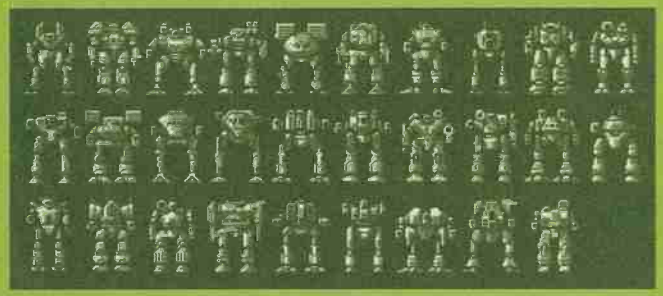
Pilot Review

The Pilot Review screen allows you to review your pilots' performance during the previous mission. Pilot and gunnery skills are displayed as well as any new medals awarded (see page 65, 'Mech Pilots) and accumulated kill markers.



Kill markers show the type and number of enemy units destroyed or disabled over the course of successive missions. The following are sample markers awarded to 'Mech pilots.

'Mech Awarded when the pilot destroys an enemy 'Mech.



Combat Vehicle Awarded when the pilot destroys an enemy armed vehicle.

Click **Done** to proceed to the next mission briefing.

⚠ Pilot Recruitment

Unlike 'Mechs, new pilots can't be purchased. However, you may be able to win over new recruits during the campaign.

Pilot Promotion

Pilots on your deployment team who have done exceptionally well and increased their piloting and gunnery skills may receive a promotion to the next rank as well as obtain specialty skills training. For details on rank and specialty skills, see page 65, 'Mech Pilots.

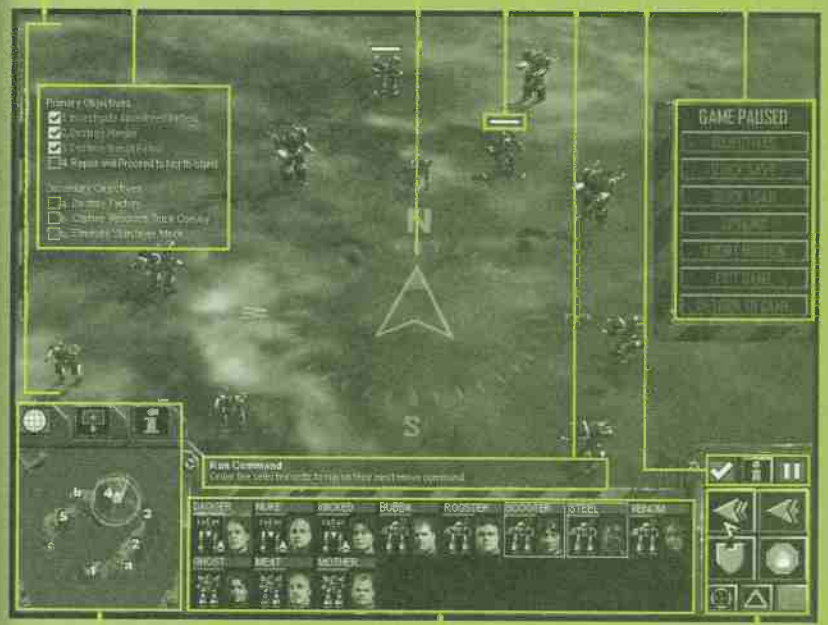
After reviewing promotions and assigning specialty skills, click **Done** to proceed to the Pilot Review screen.

⚠ Pilot Specialty Skill

Pilots receive only one specialty skill per rank promotion. The choice is permanent. Think carefully before choosing.

Combat Interface

The Combat Interface enables you to efficiently issue orders to your deployment team.



1. **Battlefield** A real-time satellite-relayed image of the battlefield that also displays all sensor contacts. For information about how to alter the viewpoint and camera angles, see page 60, Situational Awareness.

2. **Mission Objectives** The goals of the current mission. New objectives may appear as the mission progresses, and objectives are checked off as they are successfully completed. See page 38.

3. **Compass** A navigational orientation system. Toggle the compass on and off by pressing the **BACKSLASH** (\) key.

4. **Status Bar** A bar that appears over every unit and building as your cursor passes over them or over selected units and buildings, indicating the object's damage. As damage accumulates, the bar decreases until gone, at which point the object is destroyed.

5. **Rollover Help** Text that explains the functions of command surfaces as your cursor passes over them.

6. **Command Buttons** The button panel over the Command Palette that allows the MechCommander to access global software functions.

   Objectives Click this button or press the **F9** key to toggle the mission objectives. See page 38.

   Information Click this button or hold down the **I** key, and then click any unit to display its data in the unit information display. See page 33.

   System Menu/Pause Click this button or press the **ESC** key to toggle the System Menu and pause the battle.

7. **System Menu/Pause** Click a button to access mission objectives, save or load a mission, customize game options, or abort the current mission. When the System Menu appears, the battle pauses.

8. **Multifunctional Display** An interactive display that shows the tactical map, support palette, or unit information display, depending on the tab selected.

   Tactical Map Click this tab to display a reconnaissance photo of the battle area. See page 29.

   Support Palette Click this tab to display artillery, vehicle reinforcement, or other battlefield support commands. See page 30.

   Unit Information Click this tab to display information on a selected unit. See page 33.

9. **Deployment Team Bar** A graphical representation of the condition of every unit on your deployment team. Click units here to select them. See page 35.

10. **Command Palette** Issue movement or fire commands from this screen. See page 36.

⚠ Pause

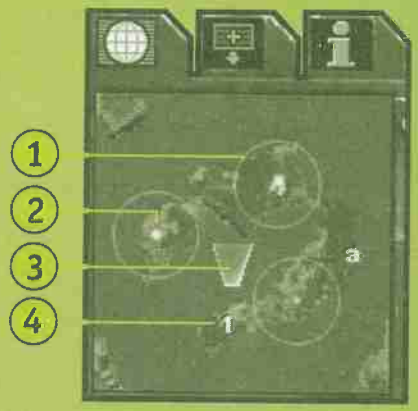
Although the battle itself may be paused, the MechCommander can still survey the latest sensor information and issue attack and movement orders accordingly.

Multifunctional Display

Select tabs along the top of the multifunctional display (MFD) to show the tactical map, support palette, or information on a selected unit. Alternatively, cycle through the displays by pressing the **TAB** key.

Tactical Map

The tactical map displays a compressed view of the entire battlefield.



1. **Sensor Range** Circles represent the sensor range of 'Mechs, Sensor Towers, or Sensor Probes.

2. **Sensor Traces** Green dots represent units on your deployment team, blue dots represent allies, and red dots represent hostile units. Selected units appear significantly brighter than unselected units.

3. **Camera Angle** The yellow trapezoid shows the camera angle on the battlefield viewscreen (see page 60, Situational Awareness).

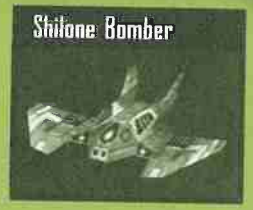
4. **Mission Objectives** Numbers indicate specific primary mission objectives, while letters indicate secondary objectives.

⚠ Tac Map View Command

To center the viewscreen on any location, click that region on the tactical map.

Support Palette

Use the support palette to summon support units and airstrikes during a mission. Each support option, however, costs resource points (RPs). RPs are a measurement of the tactical support your employers provide for a specific mission. You can obtain additional RPs by capturing resource buildings. If you do not have sufficient RPs to purchase a support unit, its icon will appear dimmed and cannot be selected.

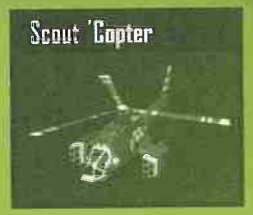


1. **Airstrike** Click this button or press the **NUMPAD ASTERISK** (*) key on the numeric keypad, and then click any region on the battlefield to bomb that area. After a delay (indicated by a countdown timer), a Shilone bomber will drop high-explosive charges in that region, inflicting heavy damage on all units and buildings within the area.

2. **Fixed Artillery** Click this button, and then click a location on the battlefield to airdrop a stationary Long Tom artillery platform. These Fixed Artillery pieces cannot be moved once deployed. The artillery becomes a unit on your team. You may command the artillery to fire like any other unit on your deployment team, or you may issue a suppression fire command (see page 56).

3. **Sensor Probe** Click this button or press the **NUMPAD FORWARD SLASH** (/) key on the numeric keypad, and then click any region on the battlefield to airdrop a non-mobile sensor from high orbit. The probe can detect units otherwise beyond normal sensor range. It has a limited battery life, and its sensor range, which steadily decreases, is represented on the tactical map as a green circle.

4. **Repair Truck** Click this button, and then click a location on the battlefield to airdrop this vehicle. The Repair Truck can repair and resupply ammunition to any 'Mech on your team during the mission. The Repair Truck becomes a unit on your deployment team. See page 54, Repair.



5. **Scout 'Copter** Click this button, and then click a location on the battlefield to dispatch this vehicle for aerial reconnaissance. The Scout 'Copter becomes a unit on your deployment team. Scout 'Copters have no sensors and rely on direct line of sight (see page 63) to spot enemies.

6. **Minelayer** Click this button, and then click a location on the battlefield to airdrop a minelaying vehicle. The Minelayer becomes a unit on your deployment team. See page 55, Lay Mines.

7. **Salvage Craft** Click this button, and then click any disabled 'Mech, even an enemy 'Mech, on the battlefield. The 'Mech is restored to minimal functioning capacity and a pilot is assigned to the unit. See page 57, Salvage.

8. **Cancel** Click this button to countermand the pending support palette order. Once, however, support has been ordered (by clicking the battlefield or a unit), that order may not be rescinded nor are RPs refunded.

Unit Information

The unit information display shows complete data on a selected unit and, if applicable, on its pilot.

1. **Basic Data** The name of the unit, its tonnage, and whether it is a 'Mech or a vehicle.

2. **Status Bar** A measurement of the unit's damage. As damage accumulates, the bar decreases until gone, at which point the unit is destroyed.

3 **Damage Display** The front and back sections of the unit and their color-coded damage states: blue indicates undamaged, yellow moderately damaged, red heavily damaged, and gray destroyed. If a section containing weapons is sufficiently damaged, weapons housed within that section may be ruined, ammunition can explode, and pilots can be wounded or killed.

4 **Payload** The unit's weapons organized by range, short to long, as well as other equipment. If applicable, remaining ammunition is shown.

5 **Pilot Information** The pilot's photo, name, and rank, as well as skills. If the pilot is dead or has ejected, this section shows "No Pilot."

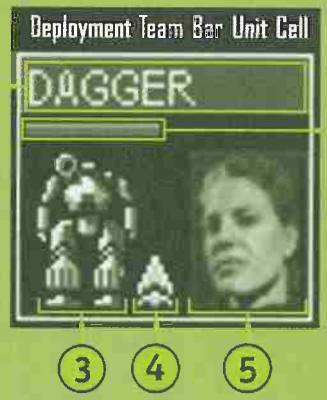
⚠ Enemy and Disabled Unit Data

To display information on an enemy, click the Unit Information button on the Command Palette or hold down the I key, and then click an enemy unit. You can also check disabled 'Mechs in this way to see if they are worth salvaging.

Deployment Team Bar

The Deployment Team Bar allows you to quickly assess the strength of your deployment team and select or locate individual units. Every 'Mech and vehicle on the deployment team is represented on the Deployment Team Bar in individual unit cells. Video feed from 'Mech pilots appears within their cells.

Units acquired during a mission, such as a Repair Truck, a Minelayer, or a salvaged 'Mech, are added to the Deployment Team Bar. If a Repair Truck exhausts its supplies, it is removed from the Deployment Team Bar.



1 **Pilot or Unit Name**

2 **Status Bar** An indicator of the unit's overall condition.

3 **Armor Damage Level** The color-coded diagram of the unit's armor sections: blue indicates undamaged, yellow moderately damaged, red heavily damaged, and gray destroyed.

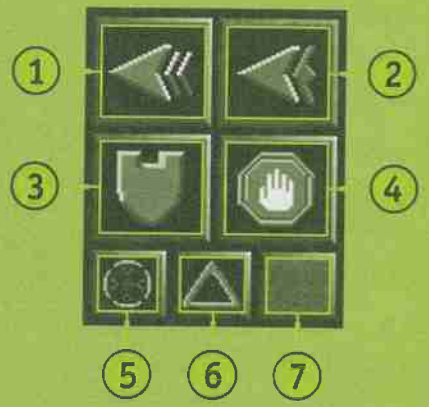
4 **Jump Jets** An indicator showing whether or not the unit has jump jets.

5 **Pilot Photo**

For information on selecting units or teams on the Deployment Team Bar, see page 40, Selecting Units.

Command Palette

The Command Palette contains buttons used to issue the most common orders to your units.



1. **Run** Click this button to order the selected unit to move at its fastest possible speed. See page 42.
2. **Jump** Click this button to order the selected 'Mech equipped with jump jets to jump. See page 43.
3. **Guard** Click this button to order the selected unit to guard an object or area. See page 53.

4. **Stop/Hold Fire** Click this button to countermand the pending order. See page 49.
5. **Fire from Current Position** Click this button to order the selected unit to fire from its current location. See page 50.
6. **Hold Position** Click this button to toggle the hold position command on and off. When a selected unit is ordered to hold position, it will not move from its current location unless specifically given an order to do so. See page 44.
7. **Special Unit Command** Click this button or press the **V** key to order the selected special unit to execute its primary function.

Lay Mines Click this button to order the selected Minelayer to deposit mines. See page 55.

Suppression Fire Click this button to order the selected Fixed Artillery to commence suppression fire. See page 56.

Mission Objectives

There are two types of mission objectives, primary and secondary. Primary objectives must be completed to finish the mission. Your employer pays you for all the completed primary goals. Secondary objectives, listed beneath the primary objectives, are not required to finish the mission. Your employer, however, will pay you extra for every completed secondary objective.

Mission Results

If all primary objectives are accomplished during a mission, the mission ends and the Mission Results screen appears, overlaying the Combat Interface.

Each successfully completed objective is paid in C-bills by your employer. A running tally appears at the bottom of the objectives. You can use these C-bills to customize your 'Mechs or buy new 'Mechs for your next mission.

After the results of your successful mission have been displayed, you will be shown the 'Mech Salvage screen, where you may recover disabled 'Mechs from the battlefield.

If, however, all your units are destroyed during the course of a mission, you will fail the mission. The Mission Results screen does not appear, no C-bills are rewarded, and you will return to the Mission Briefing screen of the logistics interface to rethink your plan of attack.

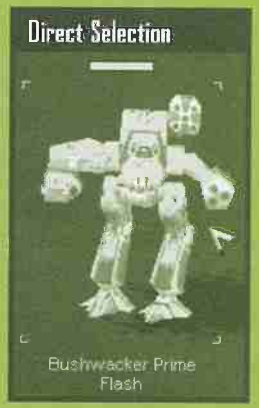
Command and Control

Orders are grouped into four categories: movement, attack, support, and 'Mech function.

To give an order, select one or more units on your deployment team, and then issue a command via the Command Palette or the keyboard. Generally, your units wait for orders, but if fired upon they will defend themselves and even give chase to the enemy. At any time you can rescind your orders by clicking the **Stop/Hold Fire** button on the Command Palette or pressing the **BACKSPACE** key.

Selecting Units

When a unit is selected, that unit appears on the battlefield within corner brackets. Furthermore, if you move your mouse cursor over a unit it is highlighted and its name appears. If the unit is a member of your deployment team, the pilot's name appears below the unit as well. All selected units are color-coded: green for friendly units, blue for allied units, and red for enemy units.



Selecting a Single Unit

Use the following techniques to select a single unit.

- To directly select a unit, move your mouse cursor over the unit to be selected on the battlefield, and then click it.
- To select a unit by dragging, move your mouse cursor near the unit to be selected on the battlefield, hold down the left mouse button, and then drag the mouse to draw a boundary around the unit.
- To select a unit via the Deployment Team Bar, click its icon on the bar (see page 35).

Selecting Multiple Units

Use the following techniques to select more than one unit at a time.

- To directly select multiple units, hold down the **SHIFT** key while clicking each unit.
- To select multiple units by dragging, move your mouse cursor near the units to be selected on the battlefield, hold down the left mouse button, and then drag the mouse to draw a boundary around the units.
- To select multiple units via the Deployment Team Bar, hold down the **SHIFT** key while clicking each unit's icon on the bar.
- To select all units on the deployment team, double-click any unit on the Deployment Team Bar.
- To select all units in view on the battlefield, press the **E** key. Any selected units not in view will be deselected.

Forming Task Groups

To save time selecting units, assign units on your deployment team to task groups that may then be selected with a single key.

- To form a task group, select one or more units, and then press **CTRL+1** through **9**.

  The units in the task group may then be selected at any time by pressing the number key assigned to them.

Deselecting Units

Units may be deselected by selecting any other unit. If you need to deselect one unit from a group of selected units, hold down the **SHIFT** key while clicking that unit on the battlefield or on the Deployment Team Bar.

Movement Orders

To move a unit, select it, click a movement order on the Command Palette, and then click the destination on the battlefield.

Walk

Also known as a half-power move, the walk order is a midrange throttle setting and the default movement for units on your team.

To issue a walk order

Select a unit, and then click the destination on the battlefield.

If a walk order is issued to a 'Mech attacking another unit, that 'Mech will continue to fire as it proceeds to the new location.

Run

Also known as a full-power move, the run order commands units to proceed to a location at maximum speed.

To issue a run order

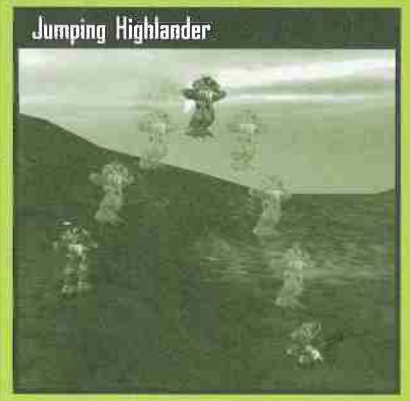
Select a 'Mech, click the **Run** button on the Command Palette or hold down the **SPACEBAR**, and then click the destination on the battlefield.

If you hold down the **SPACEBAR** while issuing the following orders—capture, repair, attack, and lay mines—your units will execute these orders at full speed instead of the default walk speed. For additional details, see page 48, Attack Orders, and page 53, Support Orders.

Not all 'Mechs have the same run speeds. If a movement order is issued to a group, they may not arrive at the new location together.

Jump

Only 'Mechs equipped with jump jets can perform the jump maneuver.



To issue a jump order

Select a 'Mech, click the **Jump** button on the Command Palette or hold down the **J** key, and then click the destination on the battlefield.

The jump order is only valid if the destination is within the 'Mech's jump range, as indicated by the appearance of the jump cursor.

If a jump order is issued to a group, then the 'Mechs' jump range is equal to the shortest jump range within the group. If one 'Mech in a selected group does not have jump jets, then none of the 'Mechs can jump.

Hold Position

A unit ordered to hold position remains at its current location until specifically ordered to move.

To issue a hold position order

Select a unit, and then either click the **Hold Position** button on the Command Palette or press the **H** key.

Units holding position are denoted with a triangle above their image on the battlefield. Unlike other orders, the hold position order must be turned off; otherwise, the unit will hold its position indefinitely.

To release a unit from the hold position order, select the unit, and then click the **Hold Position** button or press the **H** key again.

If a movement or capture order is issued to a unit holding position, the unit will move to the new location and hold position there. If a unit holding its position is ordered to attack another unit, it will remain at its current location and fire its weapons if the target is within range.

⚠ Ambush Formation

Arrange 'Mechs on three sides of approaching enemies to generate firepower from several directions, and then issue the hold position order to prevent your 'Mechs from moving and disrupting this powerful formation.

Set Waypoints

Waypoints are predetermined points through which your units move. They are useful to direct units around difficult-to-navigate or dangerous enemy-held areas that a typical movement order would take units into.

Units may be ordered to walk, run, or jump from waypoint to waypoint in any order. Up to 16 waypoints are allowed.

If there is an obstruction between two waypoints, your units will go around it.

You may place waypoints in areas where you do not have sensor contact or line of sight (for more details, see page 60, Situational Awareness).

To set a walk waypoint

Select one or more units, and then hold down the **CTRL** key while clicking the terrain.

To set a run waypoint

Select one or more units, and then hold down **CTRL+SPACEBAR** while clicking the terrain.

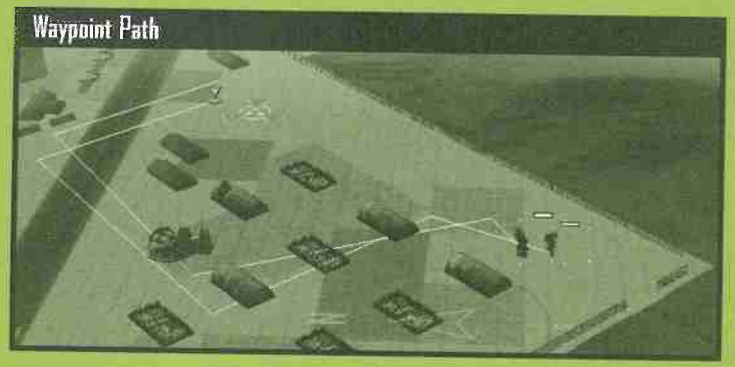
To set a jump waypoint

Select one or more units, and then hold down **CTRL+J** while clicking the terrain.

Your units will not begin their movement until the **CTRL** key is released.

To view a waypoint path

Select a unit navigating the waypoints, and then hold down the **CTRL** key.



To clear a waypoint path

Select the unit(s) navigating the waypoints, and then either click the **Stop/Hold Fire** button on the Command Palette, press the **BACKSPACE** key, or issue any other movement order.

⚠ Controlling Movement

Units do not move exactly on waypoint paths; rather, they take the shortest route to each waypoint. For finer movement control, lay more waypoints.

Patrol

A patrol path is a modified waypoint route on which a unit will repeatedly travel.

To set a patrol path

To make a circular patrol path, select a 'Mech, lay down a series of waypoints, and then connect the last waypoint to the first.

To make a linear patrol path, select a 'Mech, lay down a series of waypoints, and then click the selected 'Mech as the last waypoint.

To clear a patrol path

Select the unit(s) navigating the patrol path, and then either click the **Stop/Hold Fire** button on the Command Palette, press the **BACKSPACE** key, or issue any other movement order.

Note that only individual units, not groups, may be placed on patrol paths.

Attack Orders

To order a 'Mech or group of 'Mechs to attack, select one or more 'Mechs, and then click a valid target on the battlefield. The mouse cursor will change to a corresponding attack cursor when it passes over any valid target. Valid targets are enemy 'Mechs, vehicles, infantry, turrets, and buildings.

'Mechs continue to attack until their target is destroyed, they receive new orders, or they are themselves destroyed.

'Mechs typically move toward targets using a half-powered move. To override that speed and make them run toward targets, press the **SPACEBAR** while clicking a valid target.

Ordering an Attack

⚠ Fire and Move

You may target an enemy and then order your 'Mechs to a new position. Your 'Mechs will continue to fire as they move.

Default Attack

'Mech pilots given the default attack order move to a range where their weapons can do the most damage.

To order an attack

Select a 'Mech, and then click a target on the battlefield. No command buttons or keys are required to issue this order.

Stop/Hold Fire

The stop/hold fire command orders a 'Mech to cease firing immediately and halt its movement.

To issue a stop/hold fire order

Select a 'Mech, and then click the **Stop/Hold Fire** button on the Command Palette or press the **BACKSPACE** key.

The 'Mech will remain static until a new order is given or it is fired upon, at which time it will move and defend itself.

Ammo Conservation

The ammo conservation command conserves missile and ballistic ammunition by forcing 'Mechs to fire only their energy weapons.

To order ammo conservation

Select a 'Mech, and then hold down the **A** key while clicking a valid target.

Fire from Current Position

When the fire from current position command is issued, a 'Mech will stop moving and immediately fire from its current location.

To fire from current position

Select a 'Mech, click the **Fire from Current Position** button on the Command Palette or hold down the **C** key, and then click a valid target.

The 'Mech will continue to fire from that location until the target is destroyed or a new order is issued.

Short, Medium, or Long Range

A range command forces a 'Mech to fire from a specific distance. 'Mech pilots will attempt to maneuver to maintain the specified range from the target.

To order a ranged attack

Select a 'Mech, hold down either the **S** (short range), **M** (medium range), or **L** (long range) key, and then click a valid target.

⚠ Bogus Orders

Ordering 'Mech pilots to use short-range weapons when they have none is suicide. They will be unable to attack or defend themselves.

Force Fire

The force fire order allows 'Mechs to fire upon normally invalid targets such as disabled 'Mechs, terrain, unexposed camouflaged turrets, bridges, and even friendly units.

To order forced fire

Select a 'Mech, hold down the **F** key, and then click a target.

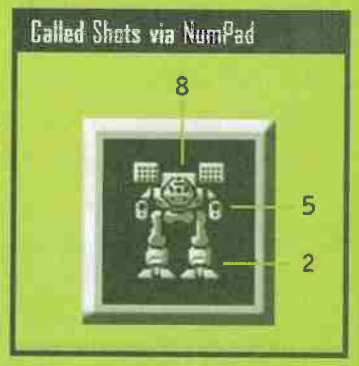
⚠ Disabled 'Mech Detonation

If a disabled 'Mech is destroyed, its fusion engine detonates, acting as a small area-effect weapon on nearby units. This action also prevents the destroyed 'Mech from being salvaged.

Called Shots

'Mech pilots can manually aim for specific sections of an enemy 'Mech. Using called shots, however, reduces the chance to hit successfully.

Selective targeting of a 'Mech's head causes it to be disabled while remaining mostly intact (which is particularly useful for in-mission salvage). Targeting a 'Mech's legs cripples the unit, significantly reducing its movement rate. Destruction of a 'Mech's arms disables the weapon components housed therein.



To order a called shot

Select a 'Mech, make sure **NUMLOCK** is toggled on, hold down **NUMPAD 2**, **5**, or **8** on the numeric keypad, and then click an enemy 'Mech.

Support Orders

Support orders provide assistance and tactical support to your team during a mission.

Guard

'Mechs can be ordered to guard buildings, sections of terrain, vehicles, or other 'Mechs.

To issue a guard order

Select a 'Mech, click the **Guard** button on the Command Palette or hold down the **G** key, and then click the object or terrain to guard.

The guarding 'Mech moves a short distance away from the guarded object. If the guarded object moves, then the 'Mech moves with it to maintain its relative position.

If an enemy moves close enough to fire long-range weapons at the object, the guarding 'Mech moves to engage and fires upon the attacker. Once the threat is removed, the 'Mech returns to its original guard position.

A guard order can be cleared by selecting the guarding 'Mech and then clicking the **Stop/Hold Fire** button on the Command Palette, pressing the **BACKSPACE** key, or issuing any other order.

Capture

'Mechs can capture certain enemy vehicles and buildings. If a unit or building can be captured, the mouse cursor will change to a capture cursor as it passes over the item.

To issue a capture order

Select a 'Mech, and then click a vehicle or building when the capture cursor appears.

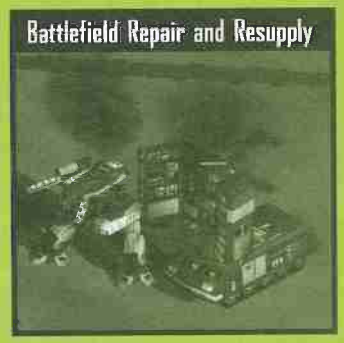
If an enemy unit is near a building, it cannot be taken and the capture cursor will indicate this, becoming a no-capture cursor.

The effect of capturing a building varies. For more information, see individual encyclopedia entries on specific buildings and page 72, Using Resource Points.

Capturing buildings in enemy territory requires speed and stealth. Remember to hold down the **SPACEBAR** while executing this order so your 'Mechs move at full power.

Repair

Repair Trucks can be airdropped onto the battlefield (see page 31, Support Palette). They supply ammunition and repair a 'Mech's armor. They cannot replace destroyed weapons. The Repair Truck appears as a unit on your deployment team.



To repair and resupply a 'Mech

Select a Repair Truck, and then click a 'Mech.

'Mechs are powered down while being repaired (see page 58).

The Repair Truck has limited resupply capacity, as indicated by its status bar. Once exhausted, the Repair Truck becomes nonfunctional.

Lay Mines

Minelayers can be airdropped onto the battlefield (see page 32, Support Palette). The Minelayer appears as a unit on the Deployment Team Bar.

To lay mines

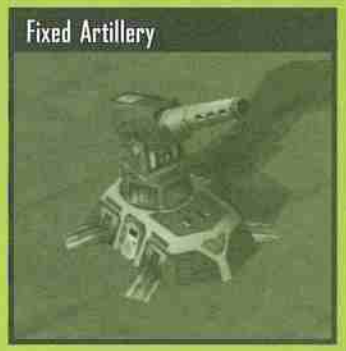
Select a Minelayer, click the **Lay Mines** button on the Command Palette or press the **V** key, and then click the terrain.

Minelayers have a limited number of mines, as indicated by their status bar. When a Minelayer has exhausted this supply, the unit becomes nonfunctional but may still be used as a scout or decoy.

Mines are always visible. They damage any units, friendly or enemy, if detonated. Units that weigh 35 tons or less will not set off mines.

Suppression Fire

Fixed Artillery (see page 31, Support Palette) can be fired like any other unit on your deployment team, or you may issue a suppression fire order. Suppression fire is the continuous bombardment of an area. The bombardment lasts until the order is cleared, a new order is given, or the artillery runs out of ammunition.



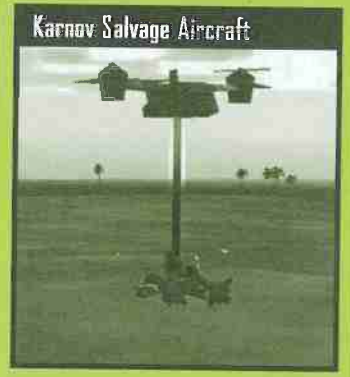
To order suppression fire

Select a Fixed Artillery piece, click the **Suppression Fire** button on the Command Palette or press the **V** key, and then click the terrain to be bombarded.

Fixed Artillery must have line of sight (see page 63) with the area to be bombarded. If line of sight is lost, then the suppression fire order is cleared.

Salvage

A salvage team (see page 32, Support Palette) can restore one disabled 'Mech on the battlefield to minimum functionality. A salvaged 'Mech becomes part of your deployment team, and the highest ranked pilot from your reserves is inserted into the recently restored 'Mech.



To salvage a 'Mech

Click the **Salvage** button on the support palette, and then click a disabled 'Mech on the battlefield.

A newly salvaged 'Mech may still have considerable damage. If you plan to immediately use the 'Mech on the current mission, have a Repair Truck standing by to repair and resupply it to full battle worthiness.

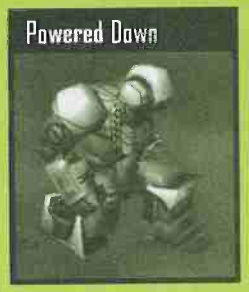
⚠ System Repairs

A salvaged 'Mech has its sensors fully restored. Destroyed weapons and lost limbs, however, cannot be replaced on the battlefield—even by a Repair Truck.

'Mech Function Orders

Power Down/Up

A 'Mech can power down its onboard fusion reactor. Powered-down 'Mechs do not appear as sensor contacts.



To power down a 'Mech

Select a 'Mech, and then press the **PAGE DOWN** key.

The 'Mech will go limp, and its unit cell will appear dimmed on the Deployment Team Bar. If a powered-down 'Mech is hit by enemy fire, the pilot will power up and return fire.

To power up a 'Mech

Select a powered-down 'Mech, and then press the **PAGE UP** key or issue any order.

⚠ Power Down

A powered-down 'Mech cannot use its sensors and is extremely vulnerable.

Eject

Ejection is usually at the discretion of the 'Mech pilot. If, however, the situation is hopeless and the pilot is too stubborn, it may become necessary to override his judgment to save his life.

To issue an eject order

Hold down the **END** key, and then click the 'Mech whose pilot you want to eject.

The pilot is immediately propelled from the cockpit and off the battlefield to safety.

⚠ Human Resources

You can always buy a 'Mech, but a good pilot is irreplaceable.

Situational Awareness

Knowing where you are and where your enemies are—this can be more important at times than having a loaded gun or armor on your 'Mech. Planning, tactics, and the perfect weapons loadout are useless if you cannot orient yourself in foreign environments and find your enemies ... before they find you.

Battlefield Viewscreen

The main battlefield viewscreen is a real-time satellite-relayed image. There are three ways to change the coordinates of this display:

- You can move your mouse cursor to the edge of the screen to scroll the viewscreen in that direction. Alternatively, you can use the arrow keys on your keyboard to move the viewscreen in the desired direction.
- You can reorient your viewpoint by clicking any location on the tactical map. The viewscreen is instantly centered on that location.
- You can also right-click any unit on the Deployment Team Bar to center the viewscreen on that unit.

Camera Control

In addition to changing the coordinates viewed on the battlefield, you can also change the direction and elevation of the camera. This field of view is always shown on the tactical map, represented by the yellow-shaded trapezoid (see page 29).

To move the camera right or left and up or down

Hold down the right mouse button while moving the mouse.

To pan the camera right or left

Hold down the **SHIFT** key while pressing the **RIGHT ARROW** or **LEFT ARROW** key.

To tilt the camera up or down

Hold down the **SHIFT** key while pressing the **DOWN ARROW** or **UP ARROW** key.

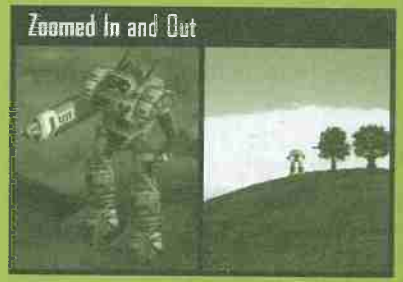
To zoom in or zoom out

Roll the mouse wheel, or press the **PLUS** or **MINUS** key.

To reset your camera to its standard viewpoint

Press the mouse wheel button or the **HOME** key.

Camera angles and zoom levels may be saved by pressing **CTRL+F2** through **F5**. Thereafter, pressing **F2** through **F5** will recall those saved settings.

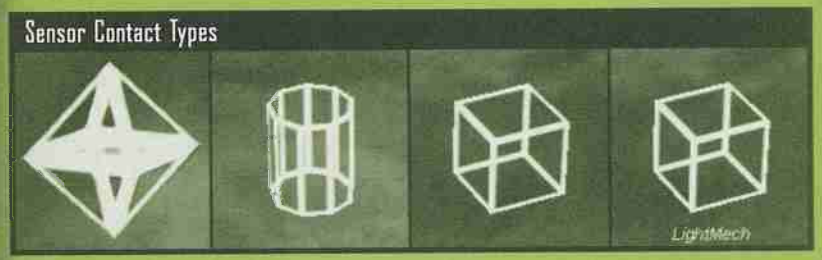


Sensor Contact

Intervening terrain and other environmental features may prevent you from seeing enemy units. Sensors detect enemy units before your pilots can visually sight them. The range of your sensors depends on the electronic detection equipment on your 'Mech. 'Mechs such as the Raven and Cyclops have superior sensors with correspondingly larger ranges. Sensor range is indicated on the tactical map by the diameter of green circles around units containing sensors.

When minimal sensor contact occurs, a diamond-shaped wire frame is displayed on the battlefield viewscreen, denoting a unit. No information on the object will be available other than its location.

Pilots with special sensor training (see page 69) automatically increase sensor contact quality as their rank increases. As contact quality improves, the generic diamond-shaped frame becomes either a cylinder, indicating a vehicle, or a cube, indicating a 'Mech. If the quality of sensor contact is further improved, the object's weight class (Light, Medium, Heavy, or Assault) can be discerned and ultimately even the exact unit model.



⚠ Sensor Specialty Skill

Add a pilot with special sensor skills to your team. Sensor specialization gives you more data.

Line of Sight

Even if an enemy unit is within visual range, it may be hidden by intervening terrain or buildings. Line of sight, or LOS, refers to direct visual contact of another unit (typically an enemy).

Units on your deployment team may be ordered to fire upon sensor contacts, and they will move to intercept. These attacking units, however, cannot fire upon enemy units until they have LOS.

Your command cursor indicates whether you have LOS in a particular region.

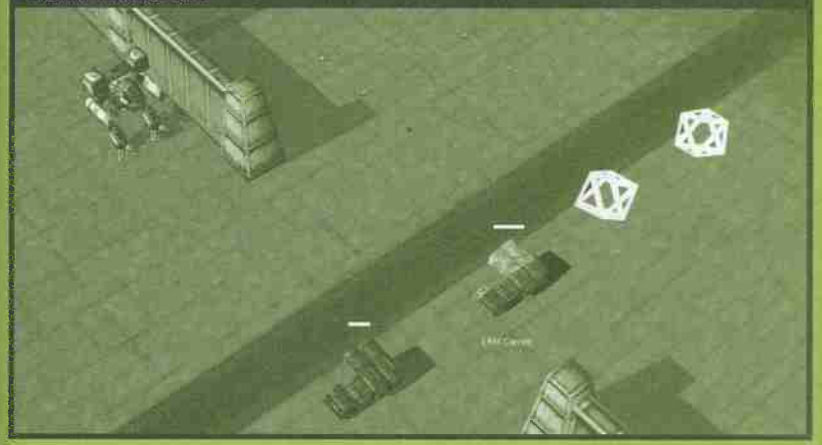
If you mouse over a region on the battlefield and the command cursor is solid, then you have LOS there.

If you mouse over a region on the battlefield and the command cursor is outlined, then you do not have LOS there.

All support vehicles must be airdropped where you have LOS.

There is an exception to the LOS firing rule. If a 'Mech has an enemy sighted, other units on its team can obtain LOS via this "spotter" 'Mech. This allows units without LOS to use indirect-fire weapons, such as missiles, on an otherwise hidden target.

'Mechs Without LOS



'Mechs With LOS

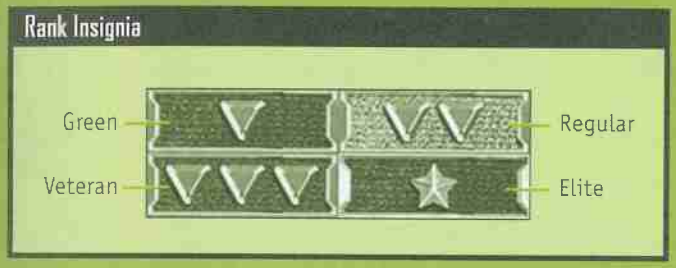
'Mech Pilots

It is often said that picking the right pilot for the right 'Mech is key to success on the battlefield. But where do the "right" pilots come from? Qualified pilots are rare, and those with special expertise, talent, and a knack for survival are rarer still. Green recruits must be trained and promoted and given a chance to develop latent talents before they are transformed into combat-hardened Elite 'Mech pilots.

Rank

Rank is a measure of a pilot's combat experience. Specifically, it is determined by a pilot's core skills, which only increase by successfully using them in combat. Once a pilot attains sufficient skills levels, promotions are automatically awarded. Ranks from lowest to highest are Green, Regular, Veteran, and Elite.

Rank Insignia



Core Skills

A pilot's core skills are gunnery (accuracy with a 'Mech's weapons) and piloting (adeptness at maneuvering a 'Mech). Every pilot has these skills, and every pilot who successfully uses them on a combat mission has a chance to increase in rank.

Specialty Skills

Specialty skills represent many hours of rigorous training for pilots with the appropriate talents. A pilot is eligible for a new specialty skill after completing a mission in which he is promoted in rank. Green pilots have no specialty skills.

Pilots cannot train the same specialty skill twice. Certain advanced skills require expensive training and are not available to low-ranking pilots. Pilots of high rank, however, always have the option to train a lower-rank skill.

There are four categories of specialty skills: Chassis, Weapons, Range, and General.

Chassis Specialty Skills

Pilots with a Chassis specialty skill are experts in anticipating and evading enemy weapon fire, making them harder to hit. This skill does not apply to airstrikes or exploding mines and fuel tanks.

A pilot must learn this skill specifically for one weight class of 'Mech: Light (30–35 tons), Medium (40–55 tons), Heavy (60–75 tons), or Assault (80–100 tons). Pilots may become specialized in more than one weight class.

Expertise varies by the weight class of the 'Mech piloted, but the evasion bonus is generally higher with lighter 'Mechs.

Weapons Specialty Skills

Pilots may specialize in a firing class of weapons, receiving a bonus to hit with those weapons. Bonuses are cumulative with the Range specialty skill (see page 68).

Specialty	Weapons Affected
Laser	Laser, Large Laser, Clan Heavy Laser, Clan Heavy Large Laser
Pulse Laser	Pulse Laser, Large Pulse Laser, Clan Pulse Laser, Clan Large Pulse Laser
Extended-Range (ER) Laser	ER Laser, ER Large Laser, Clan ER Laser, Clan ER Large Laser
Light Autocannon (AC)	Light AC, Ultra Light AC, Clan Ultra Light AC
Medium AC	Medium AC, Ultra Med AC, Clan Ultra Med AC
Heavy AC	Heavy AC, Ultra Heavy AC, Clan Ultra Heavy AC
Long-range missile (LRM)	LRM Rack, Clan LRM Rack, Swarm LRM Rack
Short-range missile (SRM)	Streak SRM Pack, Clan Streak SRM Pack
Particle Projection Cannon (PPC)	PPC, ER PPC, Clan ER PPC
Small arms	Machine Gun, Flamer Array

Range Specialty Skills

Pilots may receive specialized training in a specific range (short, medium, or long), resulting in a bonus to hit with any weapon to targets in that range.

Short range is 0–60 meters, medium range is 31–121 meters, and long range is 61–180 meters.

Pilots are permitted to specialize in more than one range category. If a target is in the overlap of two ranges that the pilot has specialized in, the bonuses to hit are cumulative. For example, if a pilot has both the short- and medium-range specialty skills and a target is 40 meters away, the pilot has double the bonus to hit that target.

General Specialty Skills

Specialized training is also available for pilots to enhance scouting, sensors, jumping, and endurance.

Scouting Pilot is trained to spot enemies better at extreme distances. Visual range is significantly extended.

Sensor Pilot receives advanced training in electronic detection equipment, discerning more information from incoming sensor signals than normal pilots. Sensor contact quality automatically improves as the pilot is promoted in rank (see page 62).

Jump Jet Pilot can maximize jump jet thrust and 'Mech frame articulation to extend the normal range of jet-assisted jumps.

Toughness Pilot receives endurance training to withstand punishment that would kill any normal person. If a 'Mech is disabled or destroyed with a pilot who has the toughness skill, that pilot has a greater chance to eject safely.

⚠ MechWarriors

Rumors exist of pilots beyond the rank of Elite ... as well as a class of specialty skills that can be attained by these superhuman men and women.

Tactics and Strategies

You are in command, and ultimately you are responsible for the success or failure of a mission. Your pilots may instinctively react to the dangers around them, but you must remain calm and make the decisions that get the job done.

Veteran MechCommanders have one thing in common—they never try to simply overpower their enemies ... they strive to outthink them.

Intelligent Use of Logistics

Logistics is not merely the bookkeeping that occurs between battles. Within logistics are the clues and the secrets to success on the battlefield. Learn to read between the lines of the mission briefings. Study your enemies and your own forces.

Mission Briefings and Maps

What kind of enemies are you likely to face? Unorganized bandits? Or the lethally swift 'Mechs of House Liao? Both require vastly different preparation. Take notes during the briefing and refer to them while assembling your deployment team.

If islands or walled fortresses populate the map, consider deploying a few jump jet-equipped 'Mechs should these regions be inaccessible.

If the map indicates many hills or buildings, make sure you have at least one 'Mech with sensor equipment to spot enemies. Also make sure that your deployment team has adequate short-range weapons for possible close-in fighting.

Conversely, if the terrain is flat and unobstructed, make sure your 'Mechs have adequate long-range weapons to disable your enemies from a distance.

'Mech Choice and Loadout

Should you select a handful of Assault 'Mechs or a platoon of smaller 'Mechs for a mission? Never assume you have discovered the "correct" formula for your deployment team in every situation. You must constantly rebalance your forces. Some missions require a highly specialized team, whereas others need a diverse set of skills and equipment to be successful.

Customizing individual 'Mechs is an art form unto itself. Extra armor may be required for long missions where resource points may not be available for repairs. You may wish to make a 'Mech that carries an exclusive array of short-range weapons to rush a larger 'Mech (see page 75, Rushing). Your choices and options are only limited by your reserves of C-bills and your imagination.

'Mech Pilots

Choosing your pilots is perhaps the most critical selection to make in logistics. Consider that on any mission there is the possibility of losing a pilot. 'Mechs can be repaired, refitted, and salvaged from heaps of smoldering metal—your pilots cannot.

Naturally you should strive to match a pilot's specialty skills with the appropriate 'Mech, but there is another factor to consider, namely, the long-term development of your team. Mix green pilots with veterans. If you constantly use the same pilots, your force will grow exceptionally strong but at the expense of having a diverse set of skills as well as adequate backup personnel.

Using Resource Points

Resource points (RPs) are a measurement of the tactical support your employers provide for a mission. RPs cannot be saved from mission to mission. If you run out of RPs during a mission, search for enemy resource buildings to capture, which will supply additional RPs to your deployment team.

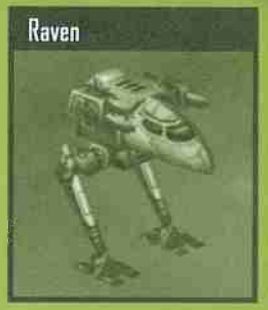
Repairs

If you dispatch a Repair Truck when your forces are in good condition, it will have to follow your team—slowing them down and possibly exposing the Repair Truck to enemy fire. Ideally, the Repair Truck should be called when its capacity to provide repairs is equal to the repairs required by your team's 'Mechs.

Salvage

It costs the same RPs to salvage a tiny Fire Ant 'Mech as it does to restore a behemoth Atlas 'Mech. Save your RPs until you find a worthy 'Mech to add to your team. If, however, you are close to successfully completing a mission, it may be wise to order the salvage of a 'Mech from the support palette. RPs do not accumulate from mission to mission. If you wait to salvage a 'Mech until after the mission (from the 'Mech Salvage screen), you will have to spend your own C-bills rather than those of your employers.

Scouting



A common yet often overlooked tactic, scouting provides information on your enemy's position and strengths.

The ideal scout has the following qualities and equipment: electronic countermeasures (ECM) to confuse enemy sensors, advanced sensors to detect units at extreme range, speed, extra armor, at least one good long-range weapon, and a pilot with the sensor specialty skill as well as a high core sensor skill rating. The Raven 'Mech is an especially good choice, but a Sensor Probe can also be considered.

Once sensor contact is made, watch the enemy carefully to see if they have spotted you as well. If so, be prepared to run out of their sensor range. If they do not spot your scout, move along the edge of their territory, noting the location of their units and any weaknesses in their defenses.

You may also reveal your scout on purpose to lure enemies away from sensitive areas. In the meantime, the balance of your deployment team can move in for an easy kill.

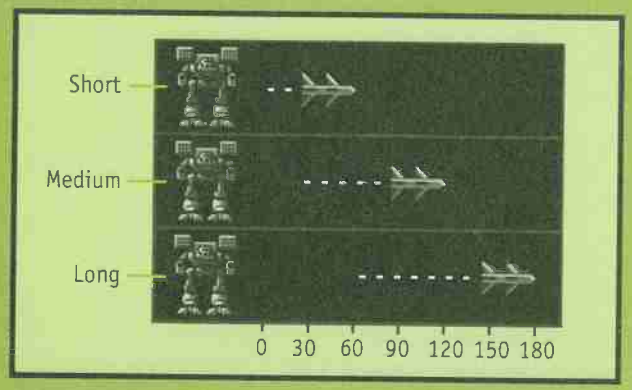
⚠ Unit Info Hotkey

You can gather information while MechCommander software is paused—useful in the heat of combat or during a chase. Hold down the I key, and then select any unit.

Weapons Ranges

Every weapon has a minimum and maximum range. Outside that range, the weapon is ineffective and will not fire. Your pilots automatically move to the range where they will be the most effective. It may appear that a 'Mech ordered into combat is "running away" from its target—it's not. It is moving to a position where it can maximize damage to that target.

Short range is 0–60 meters, medium range is 31–121 meters, and long range is 61–180 meters.



Short-range weapons cannot fire at long distances. Long-range weapons cannot fire at short distances. Medium-range weapons, however, can fire into some short and long ranges.

In logistics, consider whether you need 'Mechs with weapons of mixed ranges to handle all situations or 'Mechs specialized with long-range weapons that can obliterate your enemies before they reach you.

Rushing

While many 'Mechs are designed with a devastating array of long- and medium-range weapons, this ironically leaves them vulnerable to concentrated firepower at short range. If a 'Mech with short-range weapons can rush inside an enemy's minimum weapons range, the enemy cannot return fire.

The ideal 'Mech for this "rushing" tactic has excellent short-range firepower, extra armor to withstand attacks as it closes, and adequate speed to maintain close range with the opponent.

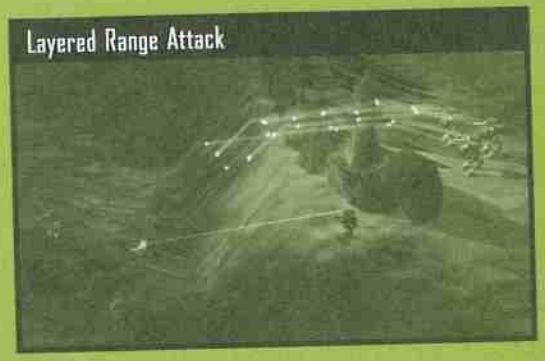
⚠ Combat Range

Faster units determine the range of battle.

Ambushing

An alternative to head-to-head confrontation with your enemy (especially when they are entrenched in a fortified position or have superior firepower) is to set an ambush.

An ambush can be set along an enemy's patrol path or, if they are not moving, they may have to be lured into the ambush. Fast 'Mechs suit this purpose best.



Ideally, position your 'Mechs at the longest range that they can effectively use their weapons. You may have to layer the ranges of fire; that is, position in front those 'Mechs with effective short-range weapons and behind them those that have effective medium- and then long-range weapons. As enemy units are lured into range, short-, medium-, and long-range weapons simultaneously fire for a devastating alpha strike. To retain this formation you may want to use the hold position command on your 'Mechs.

If you have several 'Mechs equipped with long-range missiles, position them behind intervening terrain or a building, and use the 'Mech luring your enemies as a line-of-sight spotter (see page 63, Line of Sight). When the enemy units are within missile range, your 'Mechs can fire from relative safety.

Assaulting a Fortified Position

On many missions, your objective will be to capture or destroy a walled base or other fortified installation.

Gather intelligence first with scout 'Mechs, 'copters or Sensor Probes. Adjust your camera angles and zoom in to inspect the region in closer detail. You may not have line of sight, so consider the possible locations of hidden enemies.

Fortified bases often have automated turrets. Move your mouse cursor over turret control towers or turret power generators to highlight all connected turrets. If the turrets are powerful long-range weapons, consider using an airstrike on their generator to disable them. If the turrets are short-range weapons, you may destroy them from long range or capture the turret control building and then use these weapons against your enemies (see page 53, Capture).

Most fortified positions have walls and armored gates. Walls can prevent line of sight and leave you vulnerable to indirect fire. To get around walls, you may blast through them or send 'Mechs with jump jets over the walls to capture the gate control building.

Defending a Fortified Installation

Some missions require that you defend a fortified installation. Such installations are walled and have automated gates and weapon turrets to bolster their defense.

Prevent the capture of gate and turret control buildings. If they fall into enemy hands, the installation's automated systems will be turned against you. Place a larger 'Mech next to turret and gate controls to prevent their capture. These guarding 'Mechs should have long-range weapons so they do not have to move to engage targets.

If your mission requires that a specific object within the installation be defended, order a larger 'Mech to guard that object in case enemy units slip past your defenses.

With larger, slower 'Mechs defending critical installations, keep your lighter, faster 'Mechs free to intercept incoming enemies.

Use a Fixed Artillery piece's supression fire on areas where enemy units gather. If a section of the installation's wall is destroyed, call in an artillery piece to fill that breach. Your enemies will not only have to destroy the artillery to pass, but they will also have to face its tremendous firepower.

Mine regions in front of gates as well as places where attackers may perceive a weakness in your defense—such as areas that have no turrets. Note, however, that mines are indiscriminate; once placed they will detonate when any 'Mech passes over them. If you have heavily mined the parameter of your base, you may trap your 'Mechs inside.

Retreating

When left on their own, your 'Mech pilots may chase enemies in all directions. At best, this scatters their firepower; at worst, they may be lured into an ambush. When your deployment team becomes dispersed, it is wise to select all units and issue a movement command to a central location (see page 42, Movement Orders). Your units continue firing as they regroup and refocus their firepower.

Retreat is also useful when you can fall back to a previously captured fortified position (preferably with functional turrets and intact walls). As enemy units pursue your retreating team, they will find their own captured weapons firing at them.

The line-of-sight firing rules can be used to your advantage during a retreat. Put buildings and other obstructions between your team and the pursuing enemy so they lose LOS and cannot fire.

⚠ Keeping Units Together

All 'Mechs have the same walk speed. Issuing a walk command to several 'Mechs keeps those units grouped together.

Multiplayer and Solo Missions

Multiplayer

Engage others in friendly wargames or duels to the death. Up to 8 MechCommanders may participate. You may host a game, controlling the mission parameters, or you may choose to join a game. To start, click **Multiplayer** on the Main Menu.

Connection Type

You must first choose a connection type for a multiplayer game: the MSN™ Gaming Zone, a local area network, or the Internet.

Internet (Zone.com) Games are played on the Zone. If you select this connection type, MechCommander 2 software will close and your Internet browser will connect to the MechCommander 2 lobby on the Zone. You must have a Zone account, which is free.

Local Network Games are played over a local area network (LAN). You must have a LAN adapter and be connected to a LAN. You may either host a game or search for a game by clicking **Go to LAN Browser.** The LAN browser can sort games by name, number of players, map type, and ping (connection latency).

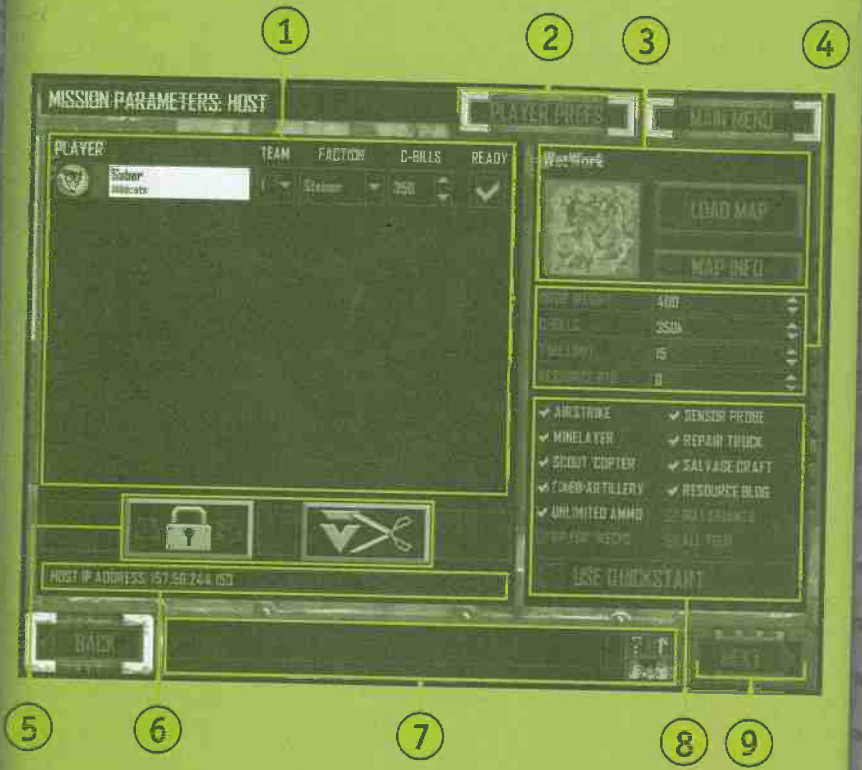
Internet (Direct TCP/IP) Games are played over the Internet. You must be connected to the Internet through an Internet service provider. To join a game, enter the specific Internet protocol (IP) address of the host, or select an IP address in the drop-down list of previous game addresses.

⚠ Internet Protocol Address

If you host an Internet game, make sure the joining players know your IP address. Your IP address is displayed in the Mission Parameters screen.

Mission Parameters

If you click **Host Game**, you will be prompted to enter a game name and then proceed to the Mission Parameters screen to customize the game. Non-host players will see this screen, too, but many functions are available only to the host.



1. **Player Section** The list of players, their insignia, and their unit names. Players may select a team in the drop-down list. By default, players receive a team number in the order they join the game. If a player joins a team, his base unit color is replaced with the team's color, but the player's stripe color and unit insignia do not change.

   Factions are also selected in a drop-down list in the Player section. Faction choice (Steiner, Davion, Liao, Clan) limits the 'Mechs and equipment the player may purchase. If the host selects **All Tech**, then all 'Mechs and equipment are available to all players.

   Also in this section, the host can alter the cash available for each player.

   When players are ready to start a game, they click the **Ready** check box. When selected, all controls related to that player are dimmed and cannot be changed. Deselecting the check box restores the controls. If the host changes any parameters, all Ready check boxes become deselected.

2. **Player Preferences** Click this button to access the Player Preferences screen. See page 84.

3. **Map Section** To select a mission map from various sizes, topographies, and mission types (see page 88), the host must click **Load Map**. Once selected, a tactical map of the battlefield is displayed for the players. Data on the map and mapmaker may be viewed by clicking **Map Info**.

4. **Mission Parameters** Controls that let the host set players' drop weights, starting C-bills, and resource points, as well as the mission's time limit. Note that C-bills can be individually customized, while resource points and drop weights must be the same value for every player.

5. **Host Buttons** Buttons that provide host control over players.

   Lock Game Allows the host to prevent others from joining the game.

   Remove Player Allows the host to remove the selected player from the game. When a player is removed, all Ready check boxes are deselected.

6. **Host IP Address**

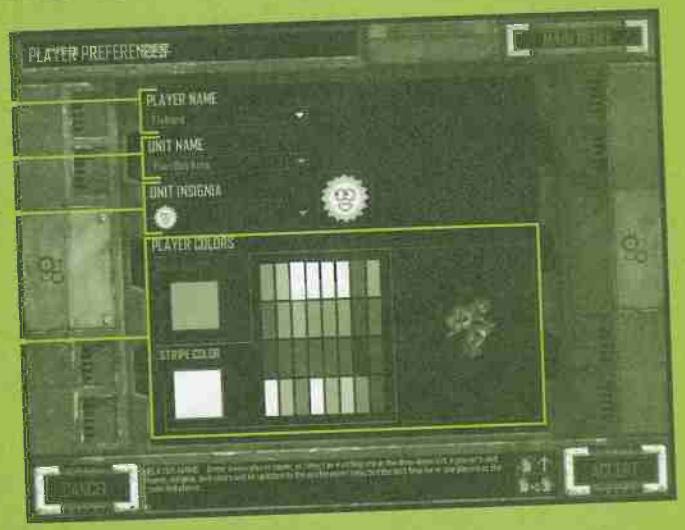
7. **Chat Window** A function in multiplayer logistics that allows communications among team members or with combatants. See page 85.

8. **Support Options** Controls that let the host toggle support palette features in the mission. The host may also enable unlimited ammunition, allow or forbid variant 'Mechs to be imported by players into logistics, and choose to have resource buildings appear on the map. The **RP for 'Mechs** option rewards players who destroy enemy 'Mechs with RPs proportional to the tonnage of the 'Mech. The **All Tech** option changes every player's faction to **All**.

   The **Use Quickstart** option accepts the default settings of the mission map. This locks the support options and mission parameters, as well as the factions and C-bills settings in the Player section. Players will bypass logistics and use the default 'Mechs assigned in the scenario.

9. **Next/Launch** Allows the host to start the game (only after all players have selected their Ready check boxes). After the host clicks this button, all players proceed to logistics or, for a quickstart game, directly to the multiplayer mission.

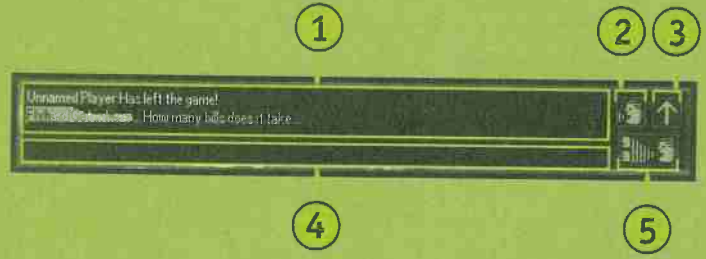
Player Preferences



1. **Player Name** Enter your name (up to 24 characters) or use the drop-down list to select a previous name. If a previous name is used, the unit name, unit insignia, and colors change to match that name's previous settings.
2. **Unit Name** The player's mercenary unit name.
3. **Unit Insignia** A drop-down list where you select your insignia from the available BattleTech house, Clan, and Mercenary symbols. Insignia are automatically transferred among all members in a multiplayer game. Custom unit insignias must be in 32x32, 24-bit Targa (.tga) format and placed in the /Data/Multiplayer/Insignia directory.
4. **Player Colors** Select your colors by clicking the **Base Color** or **Stripe Color** tab and then clicking a color in the palette. Your color selection is updated on the adjacent display. Only one team can have a specific base color at a time. You cannot change base colors once you have joined a team.

Multiplayer Chat

The Chat window appears in the multiplayer screens.



1. **Chat Display** Text is preceded by the sender's name, which is color-coded to match his team color.
2. **Chat / Help Toggle** Click to toggle between the Chat and rollover display.
3. **Maximize / Minimize Toggle** Click to maximize or minimize the Chat display.
4. **Text Entry Area** Click this box or press **ENTER**, type your message, and then press **ENTER** to send your message.
5. **Team Only /All Toggle** Click to toggle between chatting to only your teammates and all players. Chat to all players appears as green text. Chat to only teammates appears as white text.

In-Mission Chat

All chat text appears at the top of the main battlefield viewscreen. To chat during a mission, press **ENTER**, type your message, and then press **ENTER** again to send the text. To chat to only your teammates, press **SHIFT+ENTER**, type your message, and then press **ENTER** to send the text.

Multiplayer Logistics

Multiplayer missions differ from campaign missions in several ways.

Number of 'Mechs

For the maximum number of 'Mechs allowed in a multiplayer game, refer to the Readme file.

Pilots

Pilots assigned in multiplayer logistics come with a variety of ranks and core and specialty skills. Pilots do not advance in skills or ranks after a successful multiplayer mission.

Launching from Logistics

After pilots have been hired, every player must click **Launch**. The system then announces when each player is ready in the Chat display. When the last player clicks **Launch**, the mission starts.

Multiplayer Gameplay

Dropped Players

If a player loses his connection, his 'Mech pilots eject, leaving their 'Mech salvageable by the remaining players. A system message will announce that the player has been dropped.

Losing All Units

If a player loses all of his units, all other units in the game are revealed, and the dead player may look anywhere on the map and follow the mission's progress.

Pause

You cannot pause a multiplayer mission. Pressing the **ESC** key displays the System Menu (with the save and load options dimmed), but it does not actually pause the game.

Scoreboard

For some multiplayer missions, an in-game scoreboard replaces the objectives list. Press the **F9** key to display the scoreboard.

Multiplayer Mission Types

Elimination

This is a deathmatch with a mercenary twist; every unit destroyed gives its opponent its salvage value in C-bills. The winner is the player or team with the most C-bills at the end of the mission.

King of the Hill

During the mission, the time each team controls an objective building is recorded. The winning team has the most accumulated time, even if all the units on that team are destroyed. If only one team has units remaining, the game is over and the surviving team automatically gets the time left on the clock.

Capture Base

Each team gets one Headquarters (HQ). When a team's HQ is captured, their pilots eject from their 'Mechs, leaving them for the remaining players to salvage. The team with the most HQ captures wins—even if that team has had their own HQ captured.

Territories

There are HQ buildings on the map that are not aligned with any team. When a team captures an HQ, they get 1 point. If a team's HQ is captured away from them, they lose 1 point. HQs may be repeatedly captured and recaptured. The team with the most points at the end of mission time wins.

Last Man Standing

The team with the most remaining units wins. Ties are possible.

Last Man on the Hill

This mission is won by controlling a Headquarters at the end of the mission time limit. If no team has controlled the HQ building at the end of the time limit, no one wins. If the HQ building is destroyed, no one wins. This mission type must have a time limit.

Complex Mission

Although this mission type has many variations, generally there are two teams: a defending team that protects structures from an offensive team. The defensive team wins if they destroy all of the offensive team's units or if time runs out without the offensive team capturing its objectives. The offensive team wins if it captures a specified number of structures or if it destroys all of the defending team's units.

Lori Johnson—Flash
Matthew Johnson—Partisan
Leigh Kellogg—Cobra
Sean Kellogg—Creep
Steve Lacey—Nuke
Sage Merrill—Rooster
Duane Molitor—Twitch
Mary Kay Omelina—Ghost
Charlie Peterson—Psycho
Mike Pondsmith—Steel
Steve Robinson—Palerider
Steve Scott—Scooter
Tom Steinke—Meat
Michelle Gamboa Stenson—Venom
Lex Story—Air Traffic Controller
Alison Stroll—Computer Voice
Aaron Ueland—Bubba
Martin Wright—Steiner Officer
Meiji Yugawa—Hacksaw

Video

Steve Allen—Hammer
Dorje Bellbrook—Worm
Robbie Booth—Claymore
Melethia Campbell—Flash
Erika Carlson—Jinx
Bob Crocco—Nuke
Brenda Diaz—Shadow
Andrew Flavel—Psycho
Dana Fos—Wicked
Heidi Gaertner—Dagger
Matt Gradwohl—Mother
Mike Jones—Bubba
Joe Kelsay—Chopper
Brian Lemon—Twitch
Melody Litovkin—Ghost
James Mayo—Meat
James McDaniel—Rooster
Mike Pondsmith—Steel
Ty Robert—Palerider
Steven Robinson—Hacksaw
Prodipto Roy—Cobra
Steve Scott—Scooter
Jonathan Sposato—Payback
Michelle Gamboa Stenson—Venom
Jeff Stevens—Creep
Yvette Wagner—Longshot

Bright Pictures—In-Mission Cinemas

Tarquin Cardona—Director
Rudy Callegari—Producer
Bob Fagan—Producer
Linda Påhlman—Head of Production
Taylor Lawrence—Line Producer/AD
Tarquin Cardona—Director of Photography
Gretchen Goddard—Production Manager
Toy Newkirk—Coordinator
Susan Tyler—Casting
Vincent Paciera—A.C.
Andy Rawson—Gaffer
Allen Compton—Best Boy
Brad Boyer—Key Grip
Rod Farley—Best Boy
Eric Sedorovitz—Swing
Doug Shulman—Sound
Peter Thoren—Playback/VTR
Britta Martinez—Script
Sean Aldridge—Telepromter
Michael Budge—Production Designer
David Loitz—Prop Master
Brad Morrison—Props
Shira Harten—Stylist
Sal Salamone—Assistant Stylist
Miriam Vukich—Hair/Make-up
Elif Girgin—Assistant Hair/Make-up
Linda Påhlman—Second Assistant Director
Shawn Carson—Production Assistant
Wic Coleman—Production Assistant
Clarence Elie—Craft Service

Post-Production

Bob Fagan—Producer
Joel Avila—Sound Engineer
Mix Magic Post Sound—Sound Mix Studio
Leo Collen—Editor
Arc Video—Edit House

Cast

Rick Deats—Colonel Renard
Corinne Chooey—Ambassador Yee
Marian Lee Stryker—Mandrissa Cho
Derrick Blanton—Captain Jason Cho
Trisha Kara—Major Susan Kelly
Kenneth Dixon—Baxter
Trisha Mann—Tactical Officer Diaz
Joe Sabatino—Weapons Officer Cash
Amanda Collins—Archon Katrina Steiner
Peter Moore—McLaughlin
Richard Ransbottom—Barnes
Brett Stimely—Commentator 1
Aashna Patel—Commentator 2
Toy Newkirk—Commentator 3
Jim Miller—Reporter 1
Rick Reardon—Reporter 2
Sue Ulu—Reporter 3
Sheila Scott—Reporter 4

Extras

Melanie Jayne
Ian Ellis Martin
Robert Carlson
Gretchen Goddard
Taylor Lawrence
Kane Ng
William W. Ryan III
Joanna Tisell
Sita Verma
Linda Påhlman
Sal Salamone
Rudy Callegari

Management

Stuart Moulder—General Manager
Matt Gradwohl (Test)
Craig Henry (Development)
Douglas Herring (Creative Content)
Yasmine Nelson (Localization)
Eric Straub (Studio X)
Jo Tyo (User Education)
Edward Ventura (Business Development)
Joanne Williams (Print Production)

Special Thanks

Randall Bills
Bryan Nystul
Jordan Weisman
Mort Weisman
Julie Zuccotti
Our Fans

Glossary

C-bill The unit of money used in the BattleTech universe for the purchase of 'Mechs, weapons, and equipment.

chassis The physical frame of a 'Mech.

Clans (C) A group of factions that challenged the Star League for control of the Inner Sphere.

Combat Interface The overall MechCommander display that provides all the controls and maps necessary to command a deployment team during a mission.

core skills A pilot's gunnery and piloting skills that, when combined, determine a pilot's rank.

Command Palette Located at the lower-right of the Combat Interface, this display provides the controls for commanding a deployment team.

deployment team The group of pilots, their 'Mechs, and vehicles that partake in a mission.

Deployment Team Bar The graphical representation of the units on a deployment team.

drop weight (aka team weight) The total weight of a deployment team.

drop zone The area on the ground where a deployment team or other equipment is dropped from the air.

electronic countermeasures (ECM) A system that jams enemy sensors.

extended-range (ER) A variant of the basic energy weapons with increased firing range.

extraction marker A specified location on the battlefield that signals the completion of the mission when units reach that location.

Inner Sphere (IS) A region of colonized solar systems, first ruled by the Star League and now divided among factions.

Jump Jets The plasma-fueled components on a 'Mech that enable it to jump over terrain and objects.

line of sight (LOS) The line of vision from a person's eye to the point being viewed.

loadout The weapons and equipment configuration of a 'Mech or vehicle.

logistics The procurement, distribution, maintenance, and replacement of military equipment and personnel.

long-range missiles (LRMs) Provided as a rack, missiles that fire between 61 and 180 meters. With a spotter, these missiles can arc over intervening terrain and hit targets outside line of sight.

machine gun (MG) A short-range ballistic weapon that is inexpensive and efficient.

'Mech Bay The logistics screen where 'Mechs are prepared for a deployment team.

'Mech Lab The logistics screen where 'Mechs are customized with weapons and equipment.

multifunctional display (MFD) Located at the lower-left of the Combat Interface, this display provides the tactical map, the support palette, and detailed unit information.

navigation marker A specified location on the battlefield that signals the completion of an objective when units reach that location.

Particle Projection Cannon (PPC) A weapon that fires high-energy particle bolts.

resource point (RP) A unit of tactical support provided by an employer to order artillery, vehicle, and other support.

short-range missiles (SRMs) Provided as a pack, missiles that fire between 0 and 60 meters.

specialty skills Skills chosen by pilots upon being promoted in rank: chassis, weapons, range, and general.

spotter A unit that provides direct visual contact of a target for indirect firing weapons such as long-range missiles.

support palette Located on the MFD, the display that provides access to artillery, vehicle, and other support commands.

tactical map (TacMap) Located on the MFD, an interactive reconnaissance photo of the battle area.

variant A customized 'Mech.

VidCom A display that shows campaign and mission briefings from your employer as well as satellite photos and maps.

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BASICS

ACCESS SYSTEM MENU	ESC OR PAUSE
ACCESS OBJECTIVES	F9
ACCESS HOTKEYS	F1
CYCLE MFD	TAB
RESCIND ORDER	BACKSPACE

UNIT SELECTION

SELECT MULTIPLE UNITS	SHIFT + CLICK UNITS
SELECT ALL UNITS ON-SCREEN	E
FORM TASK GROUP	SELECT UNITS, THEN CTRL + 1–9
SELECT TASK GROUP	1–9

MOVEMENT ORDERS

	SELECT UNITS THEN
WALK	CLICK DESTINATION
RUN	SPACEBAR + CLICK DESTINATION
JUMP	J + CLICK DESTINATION
HOLD POSITION (TOGGLE)	H
SET WAYPOINT	CTRL + CLICK POINT
SET RUN WAYPOINT	CTRL + SPACEBAR + CLICK POINT
SET JUMP WAYPOINT	CTRL + J + CLICK POINT

ATTACK ORDERS

	SELECT UNITS THEN
DEFAULT ATTACK	CLICK TARGET
FIRE FROM CURRENT POSITION	C + CLICK TARGET
SHORT-RANGE ATTACK	S + CLICK TARGET
MEDIUM-RANGE ATTACK	M + CLICK TARGET
LONG-RANGE ATTACK	L + CLICK TARGET
FORCE FIRE	F + CLICK TARGET
AMMO CONSERVATION	A + CLICK TARGET

SUPPORT ORDERS

AIRSTRIKE	NUMPAD ASTERISK (*)
SENSOR PROBE	NUMPAD FORWARD SLASH (/)

SITUATIONAL AWARENESS

ADJUST CAMERA	RIGHT-CLICK + MOVE MOUSE OR SHIFT + ARROW KEYS
ZOOM	PLUS/MINUS OR ROLL MOUSE WHEEL
SET CAMERA SETTING	CTRL + F2–F5
USE CAMERA SETTING	F2–F5
RESET CAMERA	HOME OR CLICK MOUSE WHEEL
TOGGLE COMPASS	BACKSLASH (\)

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